Svx Offline Package

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Updates up to June Review

- Modifications by Manabu and me were merged (see later pages for detail)
 - current (not prototype) sensor configuration
 - gain (1 MIP = 100 ADC counts)
 - noise ($\sigma_{ADC} = 10.2$)
 - charge sharing (between strips, then between x & u with charge asym.)
 - clustering
 - resolution not evaluated yet ... done in one week
- All have been committed to CVS
 - in wrk/svxreco.C, svxPISA.par is used by default instead of database
 - in wrk/svxreco.C, you can find functions to change parameters
 - the previous version (no clustering etc.) can be checked out by cvs co -r WITHOUT_CLUSTERING_LAST offline/packages/svx

Reconstruction Configuration

- Sensor arrangement & energy deposit
 - no dead area between two sections, rotation-symmetric section layout
 - 29 u-strips (chan. 0 ~ 28) cover both side of sensor. channel 0 & 383 adjoin
 - 1 MIP = 100 ADC counts in each x/u readout
- Charge sharing between strips
 - Sasha's algorithm, only over x direction implement z-direction sharing
- Charge sharing between x & u readouts
 - Manabu's algorithm, energy asymmetry = 0.1 (changable)
- Noise
 - gaussian with $\sigma_{ADC} = 10.2$ (changable) per strip
 - noises with ADC < 10.2 are suppressed (not added in SvxRawhitList)</p>
- (continue to next page...)

Reconstruction Configuration (cont'd)

- X-strips clustering & u-strips clustering
 - just gather continuous fired strips
 - N of strips in a cluster **not** limited (like < 3) to see how it is in reality determine how it is treated
 - strips with ADC >= 21 used check dependences on this threshold
- X-u crossing (also called "cluster") finding
 - strip groups with summed ADC >= 40 used check dependences on this threshold
 - cluster position = where the center of x-strips crosses the center of u-strips use ADC-weighted center
 - no energy asymmetry cut applied ... it can reduce ghosts a bit
 - resolution not evaluated
 - "width / $\sqrt{12}$ " for one fired strip, but how it is for multiple fired strips?

Hit Positions in Layer 3 Ladder 0

